

LEGO® MINIFIGURE: NINJA COLE + CYBER HAMMER!

LEGO

NINJAGO

↓ LEGO® PACK! ↓



COLE

With Cyber Hammer
and Katana!

WOW!

THE COOLEST
RACER!



SECRET
MISSION!

Can the ninja complete
the hidden quest?



NINJA CARDS!



IMMEDIATE
MEDIA

ISSUE 62
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PRIME EMPIRE

THIS SEASON ROCKS!



Gaming time! The ninja unveil the plans of **The Mechanic** – a harmless, low-class villain who's suddenly more dangerous than ever. Surely a force bigger than him has to be behind this? What role does the old video game **Prime Empire** have to play? Jay can't wait to dive into a world of gaming, but beware – this time, 'game over' has serious consequences.

VILLAINS OF A VIDEO GAME WORLD!



Don't mess with Prime Empire! In the game, the **Rats** try to make life seriously difficult for gamers. The real danger comes from the very cool-looking **Red Visors** – they're programmed to wipe out gamers! The **dangerous Unagami** has to be behind all of this, but what exactly is an Unagami? Find out in this season of **LEGO® NINJAGO®**!



LOADING CONTENTS...

- 4 **Toy:** Master of Earth
Cole swings the Cyber Hammer
- 6 **Puzzle:** Chat chaos
Create order in Prime Empire
- 8 **Puzzle:** Pixel panic
Find all the errors in the ninja picture
- 10 **Comic - Part 1**
More Games!
- 16 **Puzzle:** Tricky rat race
Guide Jay to the key-tana
- 21 **Puzzle:** Rowdy rodent
Repair the damage
- 22 **Comic - Part 2**
More Games!
- 28 **Facts:** Ninja speedster
Kai and Scott step on the gas
- 30 **Game:** Race
Who's the fastest?
- 33 **Fan mail:** Your pics
Your drawings and builds
- 35 **Card Game**
Challenge a friend to a game

GET IN TOUCH!

Questions or suggestions? Write to us:
LEGO NINJAGO magazine, Immediate Media,
Vineyard House, 44 Brook Green, London W6 7BT
Or email: LEGO.NINJAGO@immediate.co.uk

2 COOL POSTERS



FIND THE PIXEL CHICKENS!

The Pixel Chicken is up to no good again in the Prime Empire! It's hiding on pages that show a chicken instead of a page number. Find it!

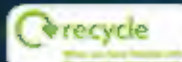
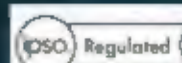
COMIC: PAGE 10 & 22



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the advertised gift may be replaced with an alternative gift of equal quality.

IMMEDIATE
MEDIA



+ HAMMER POWER

+ WEIGHT

STRENGTH

I'LL HIT
THE VILLAIN, ER,
BANG ON THE
HEAD!

BONUS
KATANA

COLE



MASTER OF EARTH!

Just like Jay, **Earth Ninja Cole** loves **video games** and wants to crack every high score. The only things that bother him are low-calorie power-ups instead of tasty snacks. Oh, and those evil villains!

ARMED:

CYBER HAMMER!

Only **ninja Cole** has the strength to carry this **mighty tool**! Its size and weight makes it perfect for flattening bad guys!

+ POWER

+ MUSCLES



1 HEAD - 2 FACES



OH, YEAH!
GIVE ME THAT
GIANT CAKE!

WHAT YOU
CAN'T EAT
DIGITAL CAKE
FOR REAL?
WHAT A SCAM!



Photography: Markus Mohr, www.markusmohr.com

CAVE SLALOM!

Cole is challenging you to a race, but beware – he is in his element and that makes it more difficult. Trace a pencil along the cave without touching the walls and collect at least one bone on the way.

ARE YOU AS
FAST AS I AM
UNDER THE
GROUND?

START

FINISH


1 NINJA RANK
POINT!

INSTRUCTIONS:



CHAT CHAOS!

Cole escapes from the cave and finds himself in a digital mess!
Can you help him match the speech bubbles with the right people?
Write the number of the sentence next to the correct person!

 RICHIE

1

I love video games. Whenever I play,
I always have to sing a song.

10:45

 KAI

2

At your command, Unagami. I'll
get the ninja with my blaster!

16:01

 LLOYD

3

I'm burning for action and
my opponents see red!

16:06

 NYA

4

I'll serve the heroes some
food that bites back!

16:15

5

My green friend and I are really cool
surfer dudes and we love cheese.

16:20

 RED VISOR

6

My opponents keep a low profile,
but I will still poke holes in them!

16:21

7

Being a hero runs in my family.
Exceptions prove the rule.

10:45

 OKINO

8

I guide players through Prime Empire,
but I'm not a player myself.

16:21

 SUSHI

 JAY

COOL, COOLER, COLE!

Did you notice? Cole is hiding in three different
costumes on this page. Circle all three Coles!

2

NINJA RANK
POINTS!

PIXEL PANIC!

PUZZLE

The ninja are going full throttle and knocking the digital villains off their feet. Pixels are flying everywhere! But the action has led to a malfunction, and the picture on this page contains ten errors. Compare it to the error-free picture on the next page, then circle all the errors here!

*This way to
the right file...*

WRONG!



Bonus mission!

1. Sushimi is throwing sushi around wildly. How many are there on this page?
2. One villain attacked the ninja twice. Which one was it?
3. The symbols of two ninja are flying across the page. Which ones?
4. To win, you have to find the key-fana. Where is it?

PIXEL PANIC!

For pros!

Experts manage
to find all ten errors
with just three turns
of the page.

The ninja are speeding to the finish and the villains are flying everywhere! There are no errors on this page. Compare the picture on this page with the one on the previous page and circle all ten errors. Don't forget to do the tricky bonus missions. Do you have the makings of a champion gamer?

3

**NINJA RANK
POINTS!**

RIGHT!



Your answers:

1. Number of snakes:
2. Double villain:
3. Ninja symbols:
Ninja 1: & Ninja 2:
4. Key-tana found:

Answers on page 34.



TURN
THIS PAGE!

Grab your pens, activate your
imagination and draw cool video
game characters in the silhouettes!

GET IT?



THE NINJA ARE PREPARING
FOR PRIME EMPIRE'S EPIC
SPEEDWAY FIVE-BILLION RACE...

NO
PROBLEM! WHEN
LLOYD GETS HERE WITH
RACER SEVEN, THESE
BABIES WILL BE TUNED
AND READY!

HOW ARE
YOU GETTING
ON WITH YOUR
VEHICLES,
GUYS?

**MORE
GAMES!**

THE WIN
IS AS GOOD AS
OURS! VICTORY SHOULD
EARN US OUR SECOND
KEY-DANA, SO WE CAN
CONTINUE THE SEARCH
FOR UNASAMI!

BORRY
TO PUT A
DAMPENER ON
THINGS, BUT I'M
NOT SURE YOUR
CHANCES ARE
THAT GOOD.

I KNOW
THIS RACE, SO
I KNOW YOU NEED
PERFECT VEHICLES
TO WIN IT.

AND
WE'RE STILL
MISSING PARTS!
MY RIDE NEEDS
A STEERING
SYSTEM...

...JAY'S
RACER IS
STILL MISSING
A CANNON...

...AND
THE THRUSTERS
ON LLOYD'S BIKE
JUST DON'T HAVE
ENOUGH JUICE.





NO WAY!
WHERE ARE
WE?



WE'RE IN
THE MIDDLE
OF A SHURBALL
GAME!

THE
OLDEST AND
SIMPLEST GAME
EVER! COME AND
HELP US MOVE
THE KETANA!



THE
SHURKEN IS
COMING WE JUST
HAVE TO WHACK IT
BACK WITH THIS
KEYTANA!



AND
COMING.



IT'S
COMING...



AAAAAND
NOW!

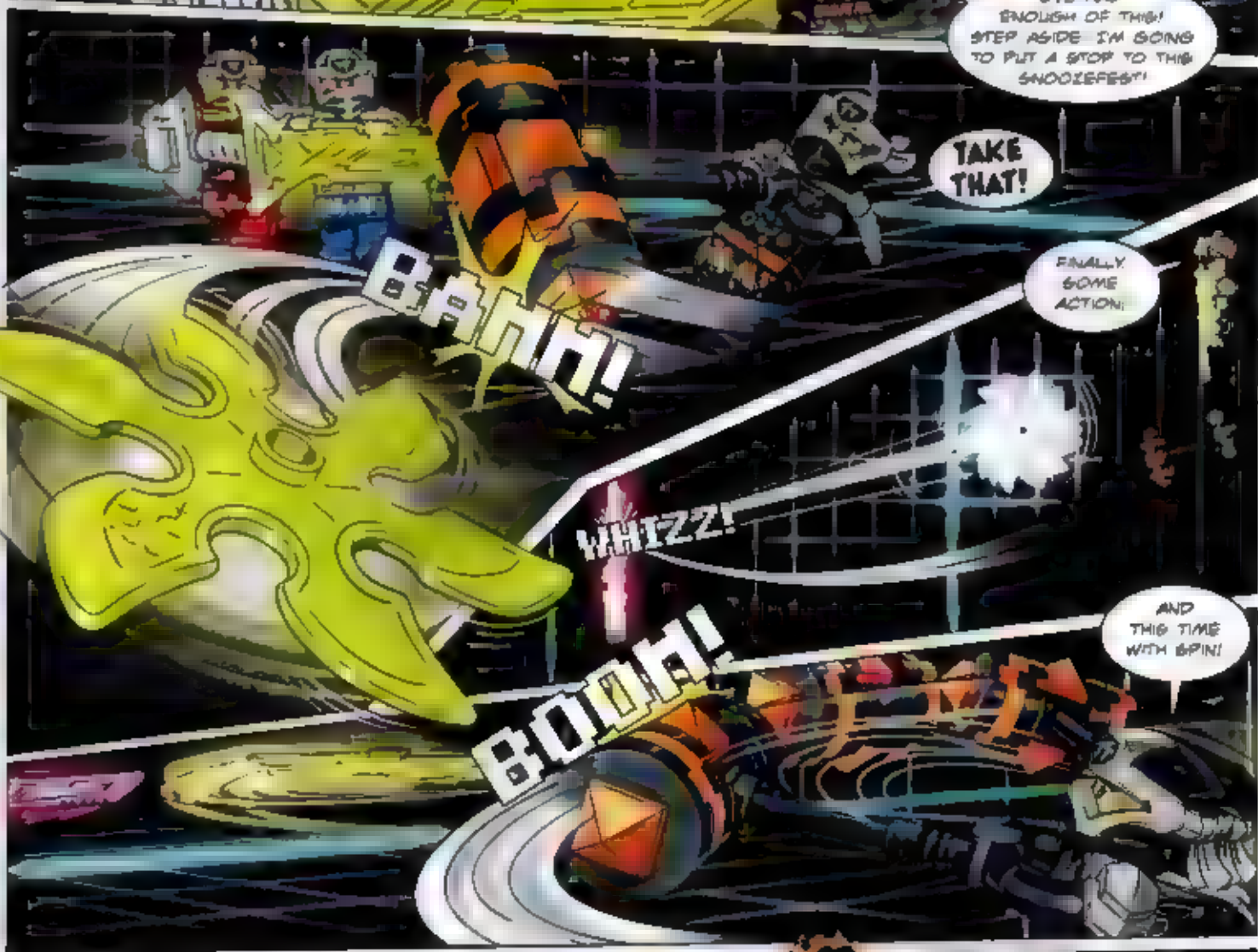
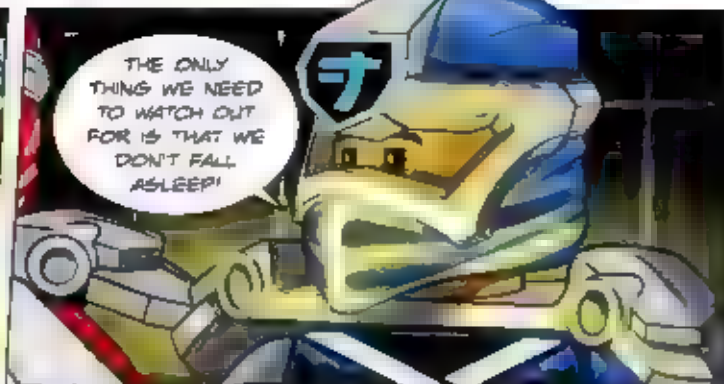


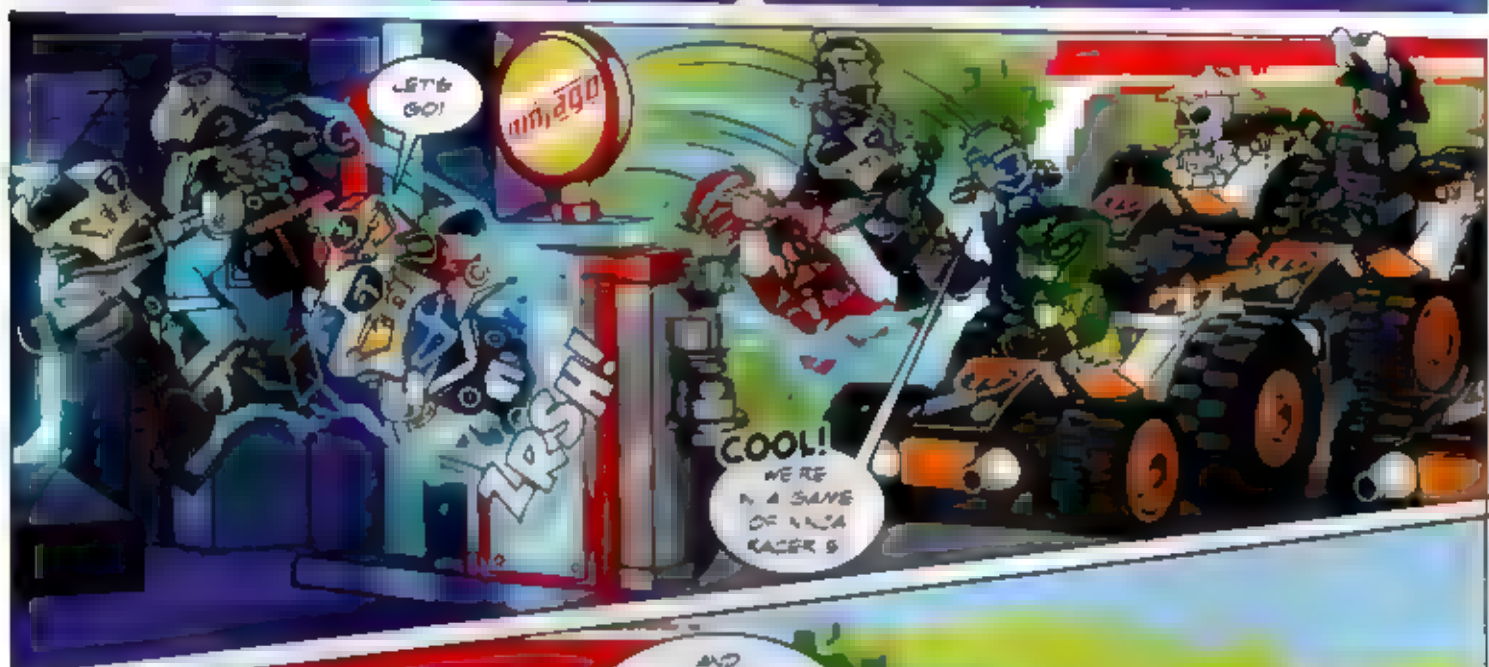
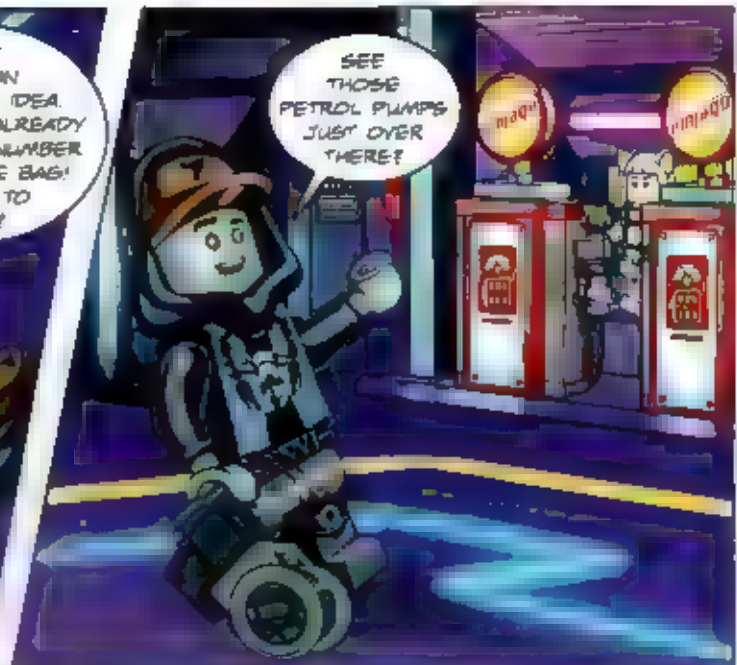
AND
NOW IT'S
BACK ON ITS
WAY

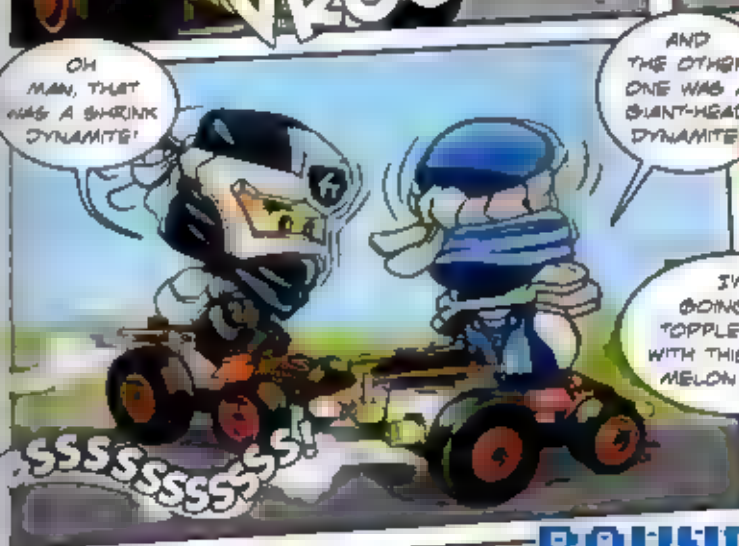
MAN,
THAT THING IS
SLOOOOW. THIS IS
THE LAMEST GAME
IN HISTORY!



FINALLY
IT'S COMING
BACK. WATCH
OUT!







TRICKY RAT RACE!

Due to a glitch Jay has traveled to another level. Now he must dash to the key-tana to return to the race. But Rich e and Hausner want to get there too. Grab a pencil and draw in the three paths.









NINJABOAT



NINJAGO

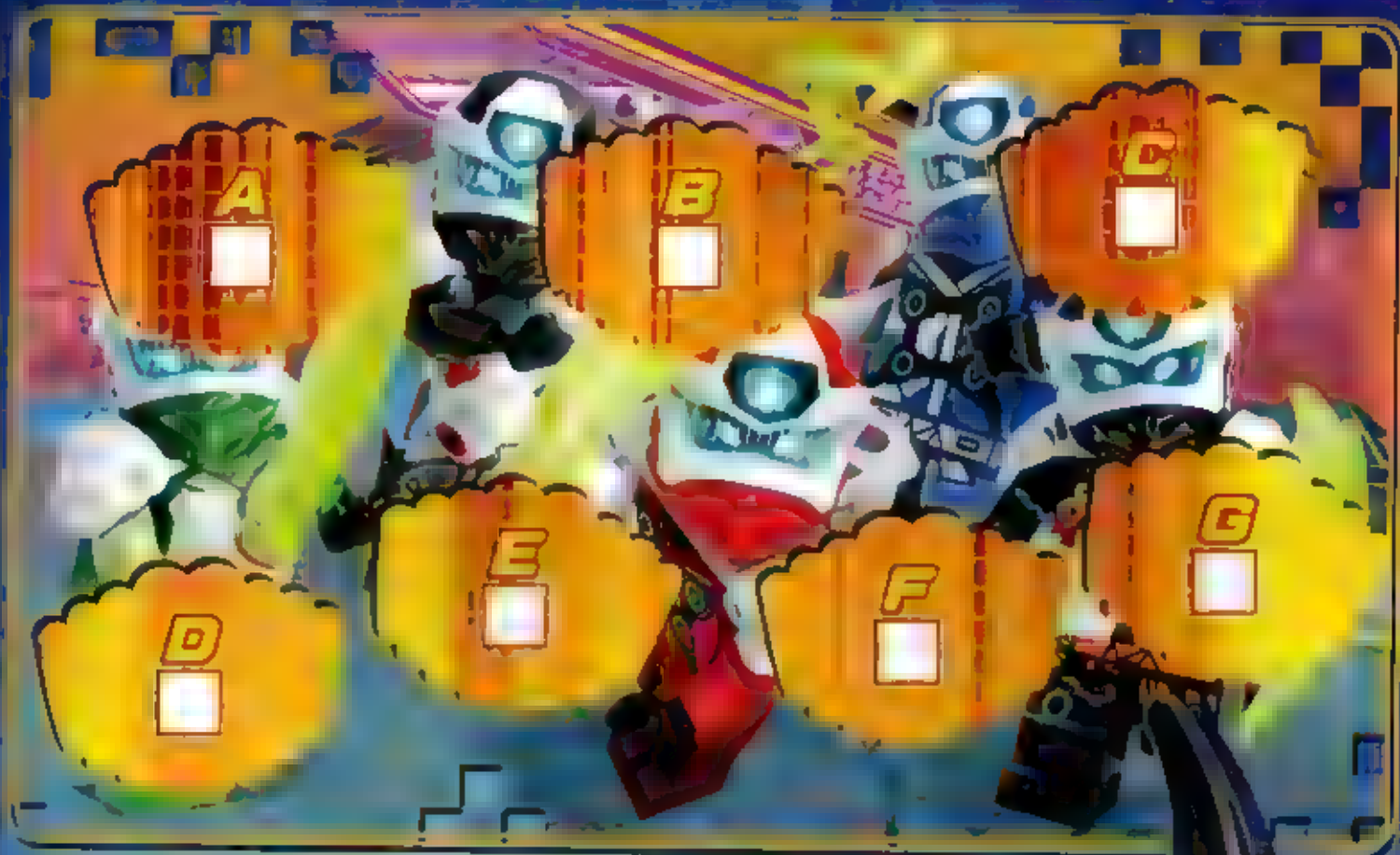
ROWDY RODENT!

PUZZLE

Flasner was fed up with the ninja. So he broke out parts of this image file! Put it back together by writing the numbers of the parts in the correct holes.

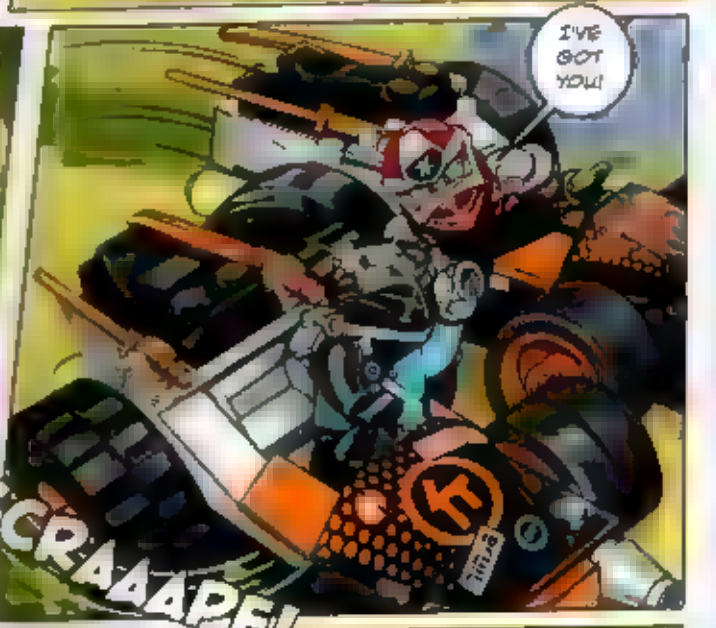
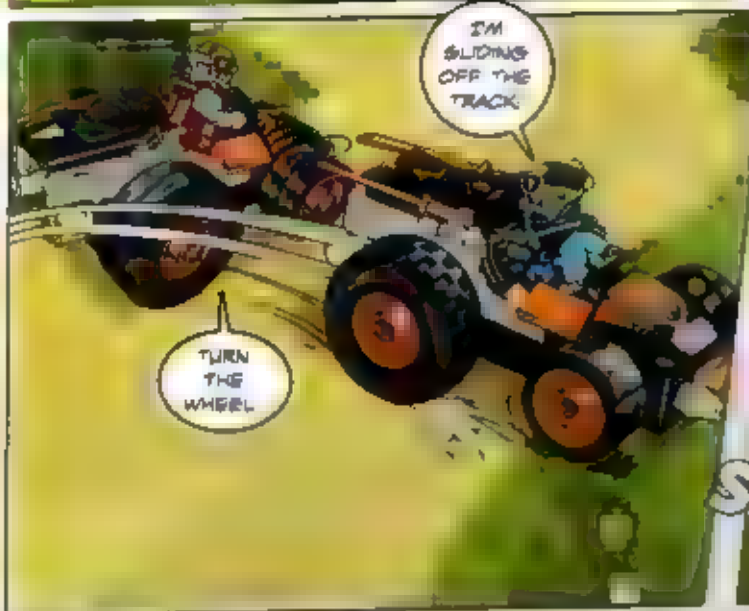
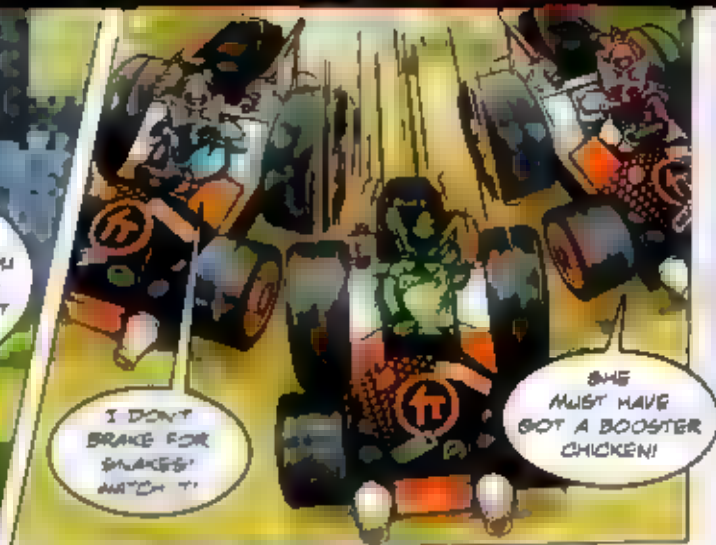
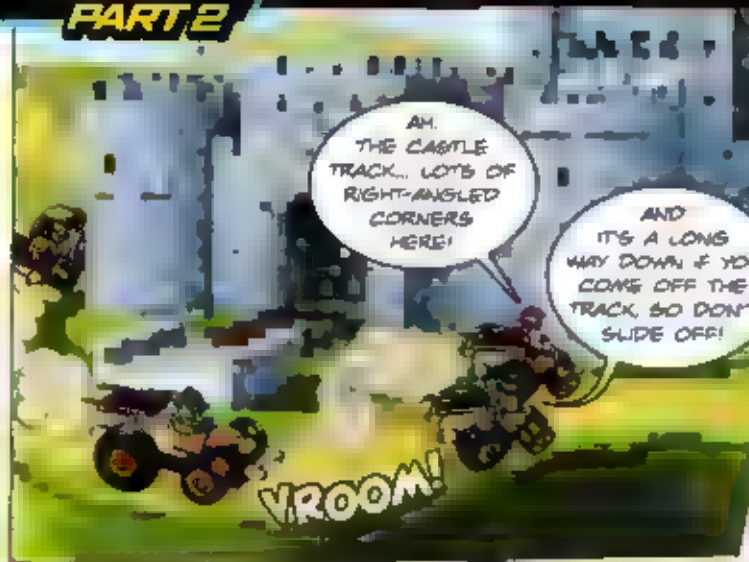
2

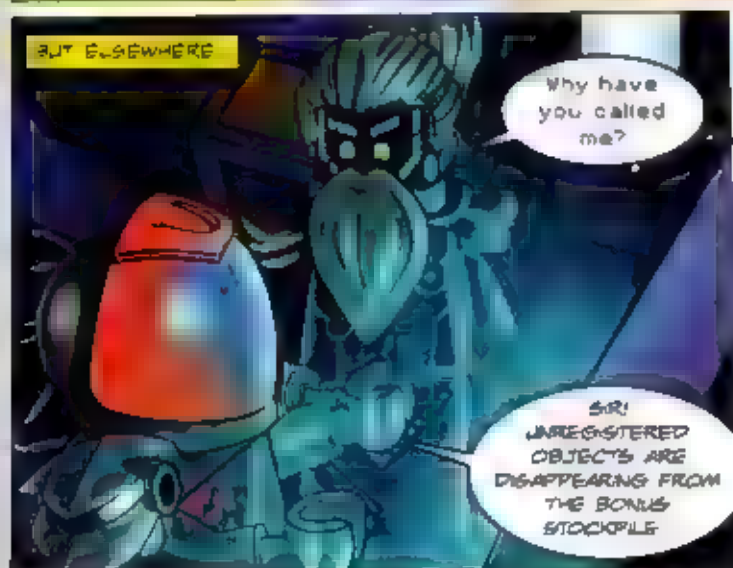
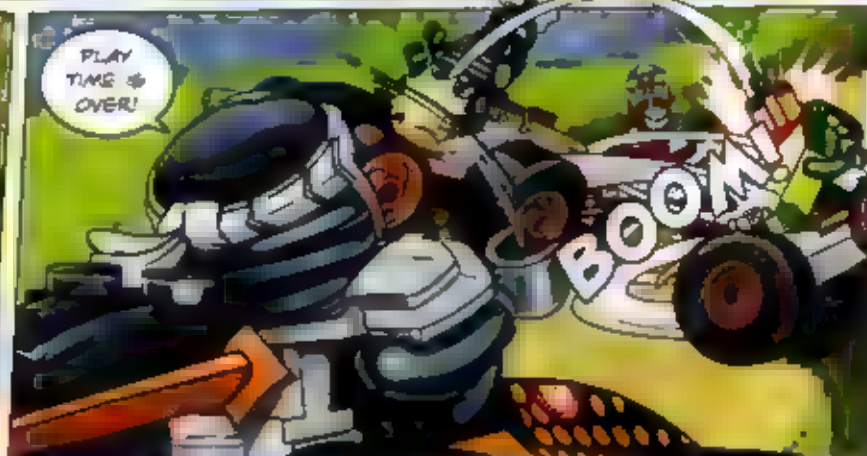
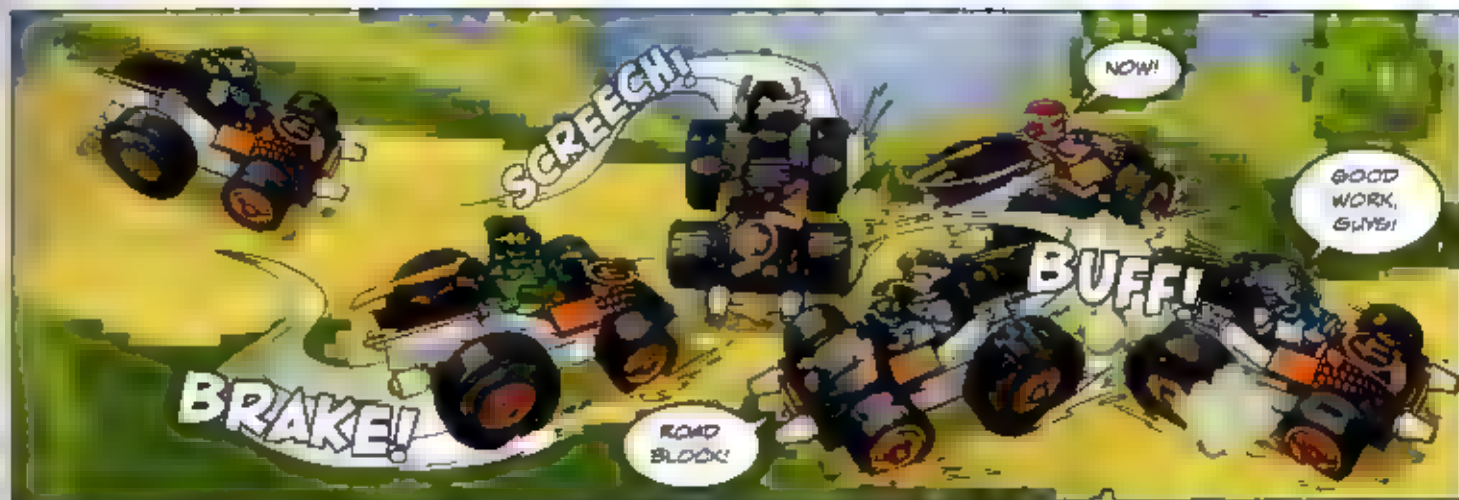
NINJA RANK
POINTS!



UGH!

THE NINJA
EVEN TASTE LIKE
HEROES!





MEANWHILE

BRAWL STARS TURBO!

CHOOSE YOUR OPPONENT!

OKAY,
NEW
GAME!

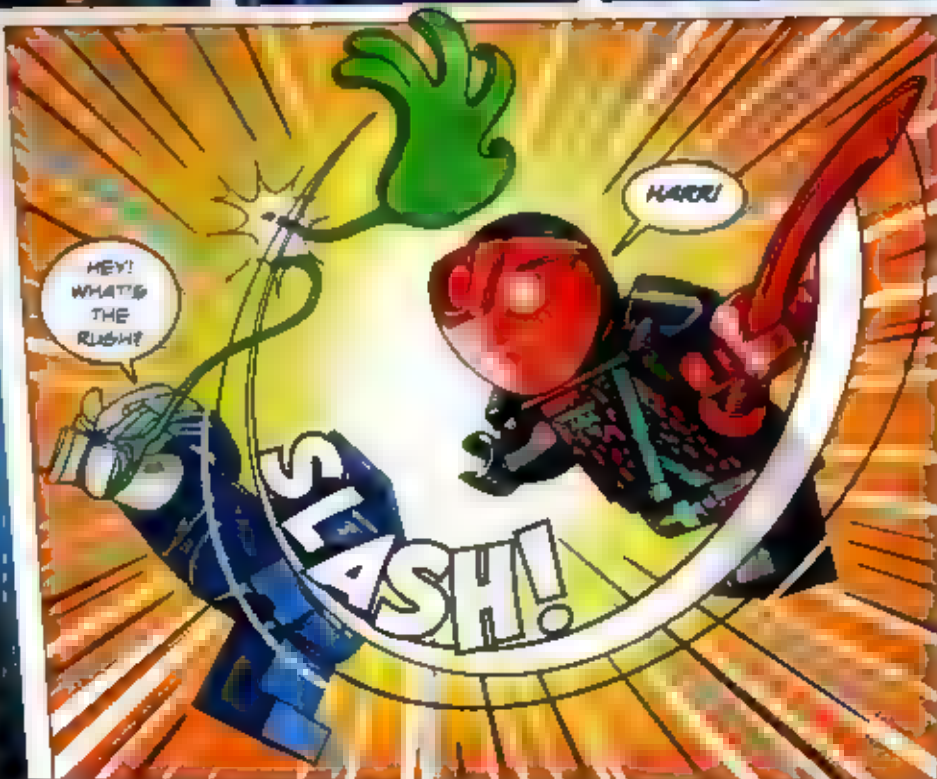
SO WHAT?
I'M GOING FIRST
WHO SHOULD
I CHOOSE?

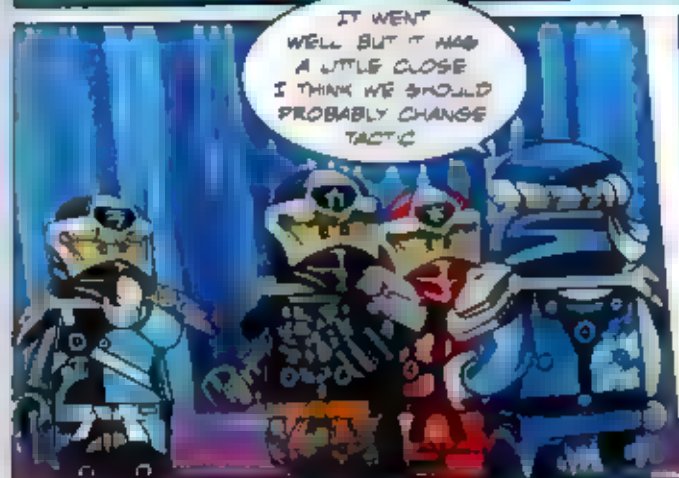
TAKE A
RED VISOR.
THEY SEEM EASY
ENOUGH.

WHICH
WEAPON?
WHY NOT
'RANDOM'?

WE'RE
MOST OF THE
OPPONENTS ARE
RED VISORS.

SELECTION COMPLETED.
RED VISOR WITH
SCIMITAR BLADE
JAY WALKER WITH
RANDOM WEAPON 2669







NINJA: 3

SORRY,
BUT I'D CALL
THAT A SHOCKING
PERFORMANCE!

GET
YOUR
GARAGE READY!
IT'S TIME TO
TUNE THOSE
RACERS

AWESOME
IDEA SCOTT!
WE CLAIMED ALL
THE BONUS
PARTS!

GOOD
WORK,
GUYS!

ANOTHER
PART JUST
DISAPPEARED!

Scan all of
Terra Technica
for t! I want to
know who's mucking
around in my
game!

INSIDE SCOTT'S
HIDDEN GARAGE

LOOK
WHO I'VE
BROUGHT WITH ME!
MAY I INTRODUCE
RACER SEVEN!

THAT
COMPLETES
OUR RACING
TEAM

NEXT STOP
THE SPEEDWAY
FIVE-BILLION!

THE END

27

TAKE OFF WITH THE NINJA SPEEDER!

Scott is in a jam – the Red Visors are hot on his digital heels! Fortunately, Fire Ninja Kai can slow them down. But in order to finally take off, the heroes need your help.

THERE'S THAT CHEEKY SCOTT!

WE'LL GET HIM IN THE NAME OF INAGAMI!

HELP!
I'M A MECHANIC.
NOT A FIGHTER!

DON'T PANIC
SCOTT I'LL
BE RIGHT
WITH YOU!

SO HOW DO
WE ESCAPE
THESE RED
LIGHT BULBS?

MY SPEEDER
HAS A FLIGHT
MODE BUT I CAN
ONLY ACTIVATE IT
WITH A KEY-TANA. THERE
ISN'T ONE HERE AND
THE RED VISORS
ARE COMING!

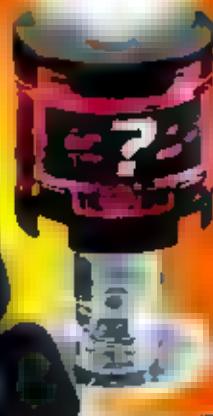
**KEY-TANA
ART!**

I NEED A KEY-TANA.
DRAW ONE FOR ME
SO I CAN ACTIVATE
THE FLIGHT
MODE!

OKAY, I'LL
HOLD THEM UP
WHILE YOU GET
A KEY-TANA!

OUT OF MY
WAY, YOU RED
NUSSANCE!

HEY WATCH
IT. OH SORRY
YOU MEANT THE
NINJA!



THE KEY-TANA
ACTIVATES THE
FLIGHT MODE!

FLIP!

TURN!

THEY'RE
GETTING AWAY.
WHAT SHALL
WE TELL
UNAGAMI?

UP, UP AND
AWAY! SEE YOU
LATER, YOU
CREEPS!

LET'S HIDE
IN THE BONUS
LEVEL!

THE RED
VISORS ARE
SEEING RED
HA HA HA!

SET FACTS:

SET NO.: 71710

LEGO® PIECES: 419

MINIFIGURES: Kai, Scott, 2 Red Visors

SIZE OF SPEEDER: 33cm long,
11cm wide

NINJA RACE!

grab some figures and a dice and be the first across the finish line!

ROAR!

RACE RULES!

1. Start box.
2. Take turns to roll the dice.
(the youngest player starts)
3. rolled. You can also use
Power Up* see right.
4. If you land on an action space,
you must perform the action!
5. If a player comes to a ramp,
they automatically jump over it.
6. line after three laps wins.

ACTIONS!



Cobra Boost

Race forward two spaces!

Fire Space

*Your engine is too hot.
Go back two spaces!*



Power Portal

*Jump to the other portal
with the same colour!*

You need:
1 figure per player
1 dice

LAPS:

Player 1



Player 2



Player 3



Player 4



START

ON YOUR
MARKS, GET
SET... STEP
ON IT!



POWER UPS*!

use one per throw by 'ticking it off'!



Turbo Tank

Race forward
five spaces!



Sticky Cheese

An opponent of your
choice misses a turn!



Winner Shuriken

The leading player must
go back eight spaces!

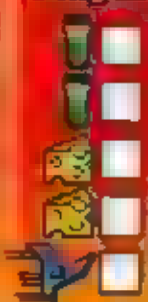
Player 1



Player 2



Player 3



Player 4



NINJA POST!

Send us your drawings and letters for the chance to win an annual pass to LEGOLAND® DISCOVERY CENTRE MANCHESTER!



CREATIVE KAI!
has sketched
out this awesome
redesign of Kai!



ZANE READY FOR BATTLE
This brilliant pic of
Zane ready for battle
was drawn by



WIN!

LEGOLAND

If your letter or photo is printed on
this page, you will win an amazing
**ANNUAL PASS TO LEGOLAND®
DISCOVERY CENTRE MANCHESTER!**

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In exceptional circumstances, we may have to swap the gift
for another of equal quality. See competition rules below.



THIS MONTH'S COOL CREATOR!
Ninja legend Harry has built
this epic vehicle so Lloyd
can fly into battle!

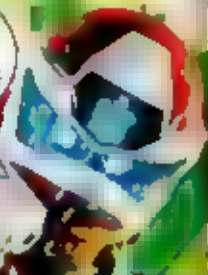


LEGOLAND DISCOVERY CENTRE
draw this sick
Ninjago logo featuring
the whole Wu-Crew!



COLE CHAOS!
draw this
sweet picture of
Cole complete
with his swords!

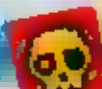
THE
SPINJITZU IS
STRONG WITH
THESE AWESOME
PICTS!



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London W6 7BT.



Keep sending in
your letters, drawings
and photographs
Always remember to
include your name, age
and address. Sorry, we
won't be able to send
these back to you.

Or email them to us at:

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COMPETITION RULES: The promoter is Immediate Media Company Limited, registered address 6th Floor, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 31st March at 11:59 PM. Entries must be between 5 and 16 years old. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone else lives in your house works for Immediate Media Company. 3. By entering the competition, you promise to us that you have read these rules and that you will follow them. 4. We can't include entries which arrive late and we can't accept responsibility if your entry is lost. 5. The winners will be chosen at random from all the correct entries. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't pass the prize for cash. If there's ever a reason why we can't give you exactly the same prize, we'll give you something just as good or better instead. 8. Winners will be contacted within 28 days of a competition closing date, either by post, telephone or email. Prize fulfilment will be within 28 days from the date we receive the winners' address details. However, where there are a number of prizes there may be gaps to the winners without us contacting them first. 9. If we contact you to tell you that you're a winner but you don't reply within a month we may have to offer the prize to a runner-up, or give it away in a future competition. 10. Your details. We will use your name, address and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website, but we won't provide them to anyone else without your permission. Immediate Media's privacy policy can be viewed here: www.immediate.co.uk/privacy-policy

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NINJAGO

LEVEL UP
THE ACTION



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NEXT ISSUE!

LOADING ADVENTURE... 97%



EPIC TOY!

NYA



More LEGO® action:



THE NEXT CHAPTER!



GAME OVER!

Tick off a box for every point earned with puzzles!

| | | |
|-----------|----|--------------------------|
| MASTER | 10 | <input type="checkbox"/> |
| LEADER | 9 | <input type="checkbox"/> |
| | 8 | <input type="checkbox"/> |
| NINJA | 7 | <input type="checkbox"/> |
| | 6 | <input type="checkbox"/> |
| | 5 | <input type="checkbox"/> |
| PEPIL | 4 | <input type="checkbox"/> |
| | 3 | <input type="checkbox"/> |
| | 2 | <input type="checkbox"/> |
| CANDIDATE | 1 | <input type="checkbox"/> |

Answers:

The pixel chickens:

- P. 4: Above "Master of Earth" box
- P. 6: Next to the Red Visor's leg
- P. 16: Above Hausner
- P. 28: Behind Scott's speech bubble in the last picture
- P. 32: Under Kai's scythe

Page 6:

Chat Chaos



1. Jay
2. Red Visor
3. Kai
4. Sushimi
5. Richie
6. Nya
7. Lloyd
8. Dango

Page 7 + 8:

Pixel game



- Error: yellow.
Bonus Mission:
1. (blue): Six sushis
 2. (green): Hausner, the rat
 3. (red): Lloyd and Jay
 4. (orange)

Page 16:

Tricky rat race



Page 21:

Rowdy rodent

- A: 5
- B: 4
- C: 2
- D: 3
- E: 7
- F: 1
- G: 6

PRETTY DIFFICULT STUFF!



NINJA PLAYING CARDS!

FOR 2 PLAYERS!

The rules: Deal the cards out. The player with one less card begins. They must choose and call out a value (e.g. Speed: 90) from their top card. If the other player has a lower value in that category, they must hand over their card. The winner of that round puts both cards to the bottom of their pile, then calls out another value from the next top card. The player that wins each round calls out the next category and value. Keep going until one player has won all the cards!

LEGO NINJAGO

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NINJA PLAYING CARDS!

PART 3

KAI'S MECH



| | |
|----------|----|
| STRENGTH | 93 |
| SPEED | 51 |
| DEFENCE | 68 |
| SKILLS | 41 |
| WISDOM | 05 |

LLOYD'S RACER



| | |
|----------|----|
| STRENGTH | 74 |
| SPEED | 81 |
| DEFENCE | 56 |
| SKILLS | 23 |
| WISDOM | 14 |

KAI'S JET



| | |
|----------|----|
| STRENGTH | 67 |
| SPEED | 89 |
| DEFENCE | 45 |
| SKILLS | 35 |
| WISDOM | 11 |

EMPIRE DRAGON



| | |
|----------|----|
| STRENGTH | 94 |
| SPEED | 79 |
| DEFENCE | 71 |
| SKILLS | 91 |
| WISDOM | 65 |

MASTER WU



| | |
|----------|----|
| STRENGTH | 71 |
| SPEED | 55 |
| DEFENCE | 67 |
| SKILLS | 91 |
| WISDOM | 99 |

P.I.X.A.L.



| | |
|----------|----|
| STRENGTH | 45 |
| SPEED | 71 |
| DEFENCE | 88 |
| SKILLS | 89 |
| WISDOM | 55 |

HARUMI AVATAR



| | |
|----------|----|
| STRENGTH | 84 |
| SPEED | 61 |
| DEFENCE | 85 |
| SKILLS | 41 |
| WISDOM | 21 |

JAY'S JET



| | |
|----------|----|
| STRENGTH | 76 |
| SPEED | 94 |
| DEFENCE | 45 |
| SKILLS | 55 |
| WISDOM | 11 |

CYBER DRAGON



| | |
|----------|----|
| STRENGTH | 95 |
| SPEED | 91 |
| DEFENCE | 69 |
| SKILLS | 77 |
| WISDOM | 21 |

THIS
GAME IS
ON FIRE!

THEN PUT IT
OUT QUICKLY
AND GIVE
ME ALL THE
CAAARDS!

Find the
instructions
for this
mega action
game on the
reverse.